

FIG.2A

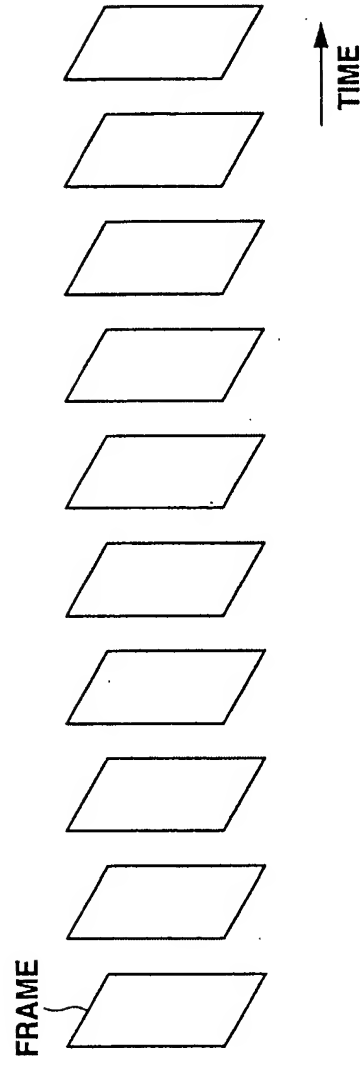
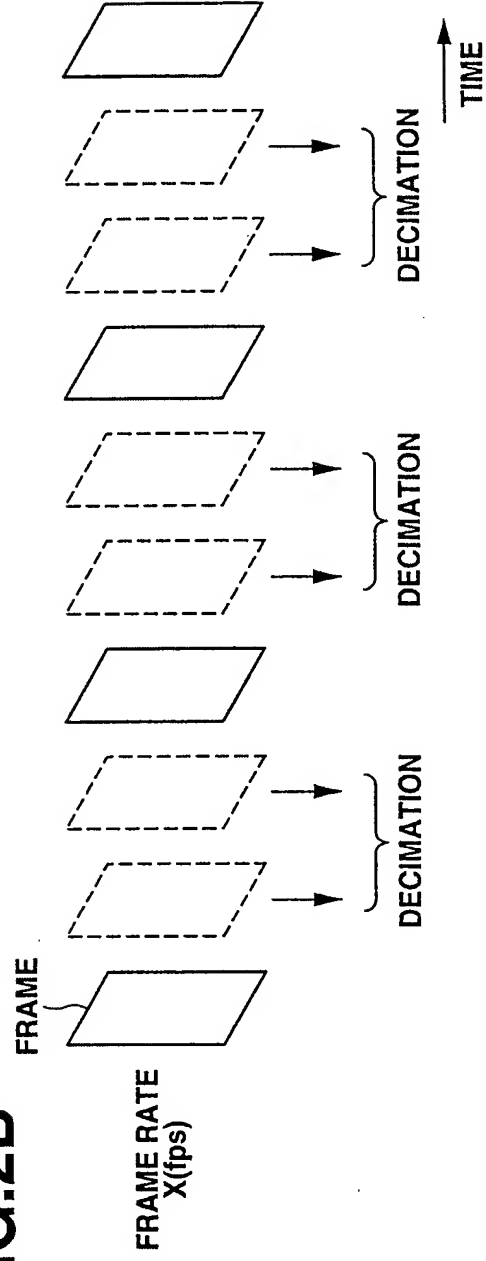


FIG.2B



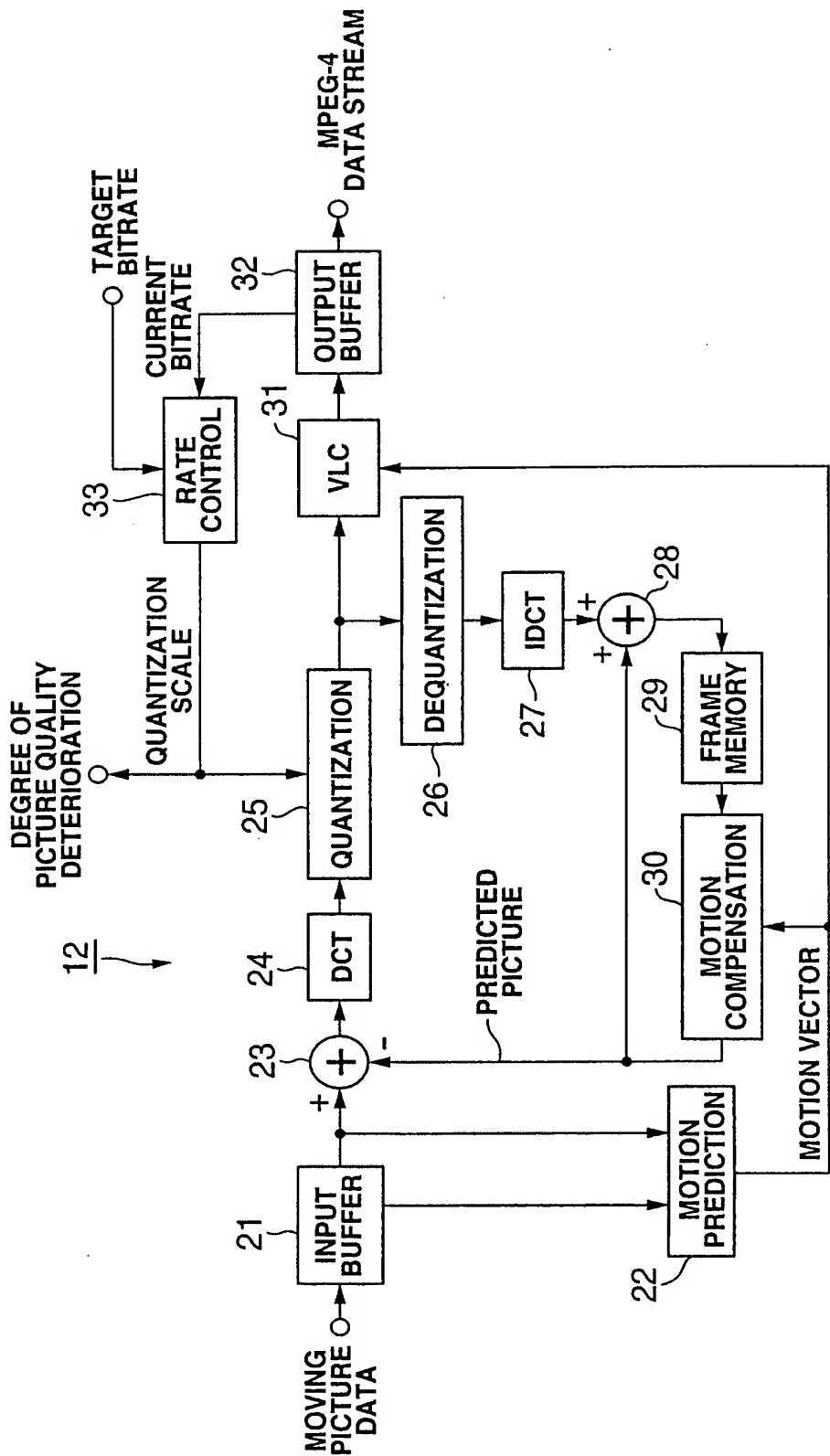


FIG.3

INDEX i	1	2	3	4	5	6	7	8
TARGET FRAME RATE X	15	10	7.5	5	3	2	1	0.5

FIG.4

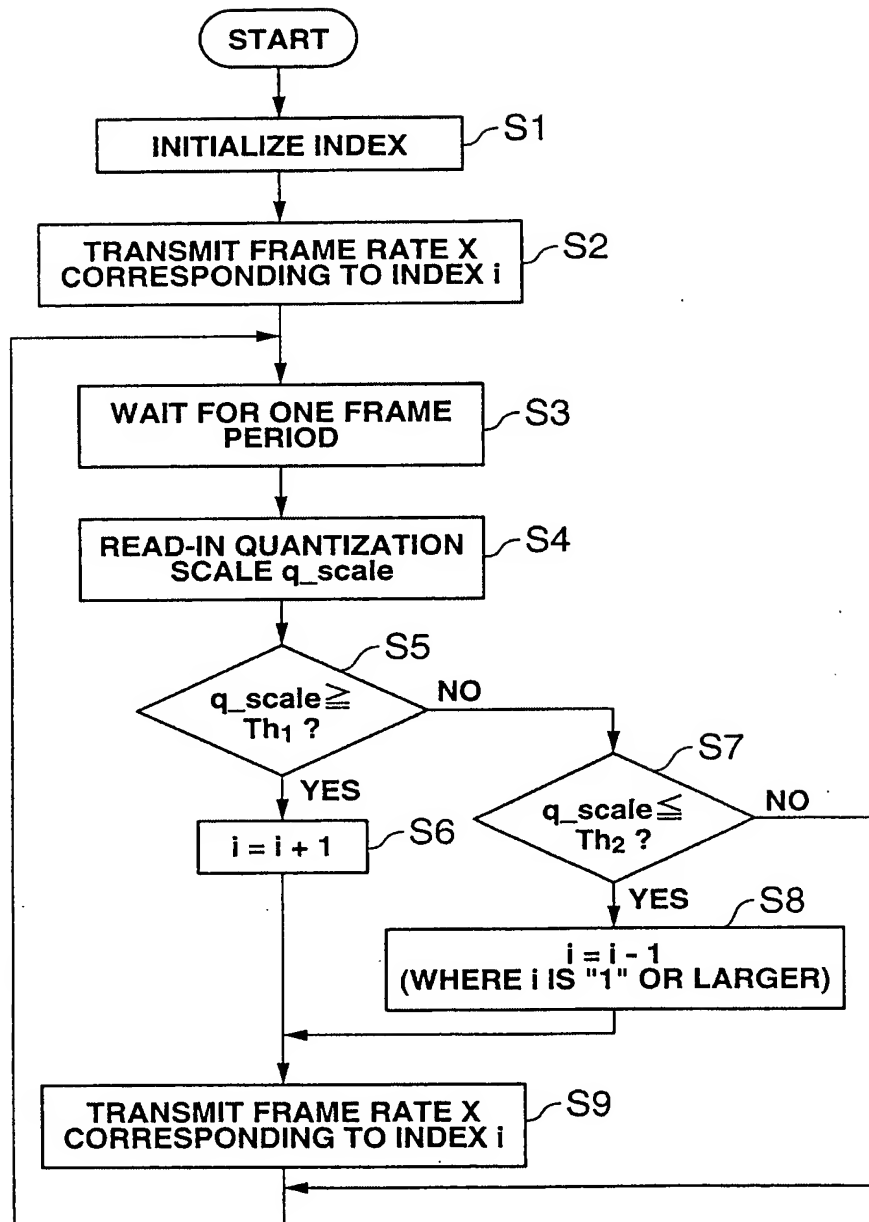


FIG.5

FIG.6A
INPUT MOVING
PICTURE DATA
(30fps)

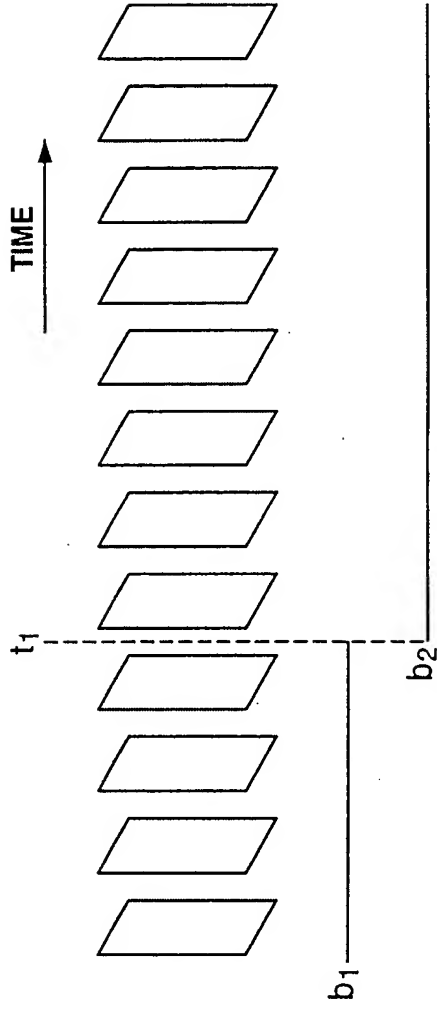


FIG.6B
TARGET BITRATE
(b')

COMMAND FRAME
RATE CONVERSION

FIG.6C
QUANTIZATION
SCALE
(q_scale)

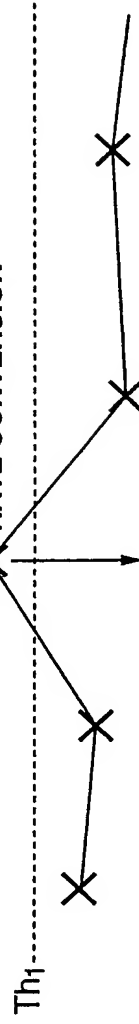


FIG.6E
MOVING
PICTURE DATA
FOLLOWING
FRAME RATE
CONVERSION

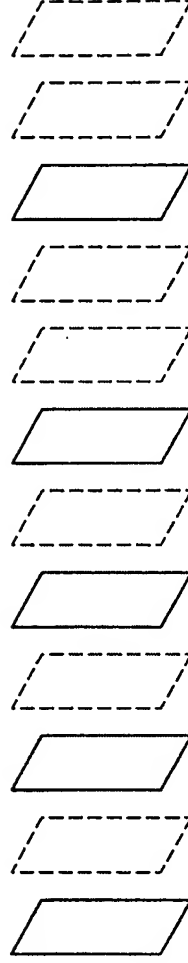


FIG.6D
TARGET
FRAME RATE (X)

15fps 10fps



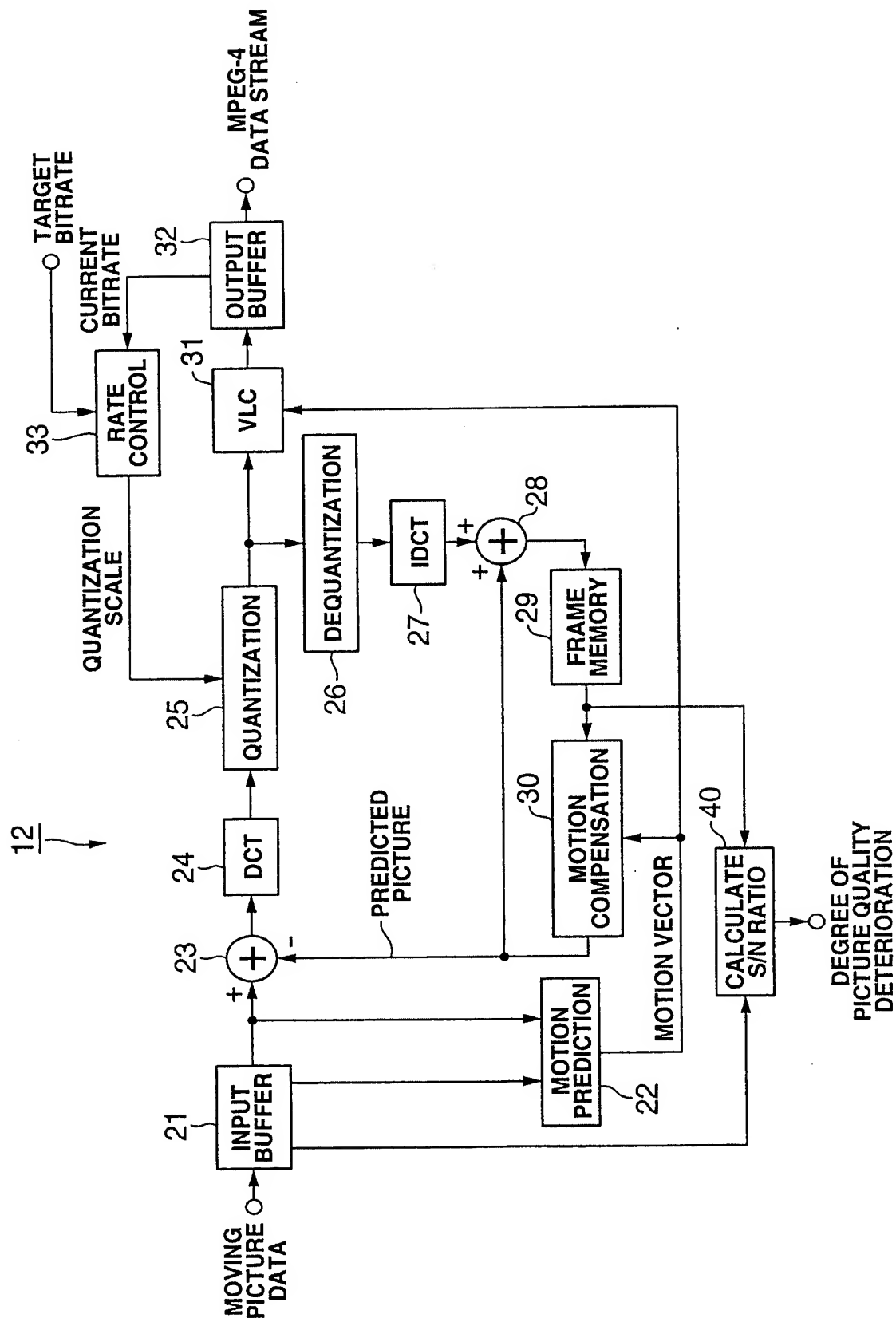


FIG. 7